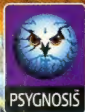


THUNDER TRUCK *Rally*™



FOR WINDOWS® 95



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PC
CD
ROM

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Introduction

Ever tried driving a monster truck across landscapes that weren't built with the internal combustion engine in mind?

Ever tried powering your way through sand storms, blizzards and wide open deserts in a low-slung buggy with just a compass for company?

Nope?

Thought not.

Well this is your chance to see what it's like. So put the pedal to the metal and hit the horizon hard.

Get ready to enter the world of truck versus nature. Get ready to drive yourself into the dirt!

Starting The Game

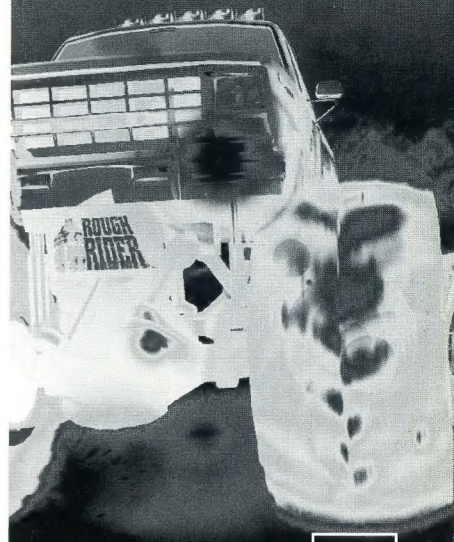
Installing through Windows 95

Insert the Monster Trucks CD-ROM into your CD drive. The game should then auto run.

Follow the on-screen instructions for Install Shield.

If the game does not auto run, open the CD-ROM and double click 'SETUP'. This will run Install Shield. You should then follow the on-screen instructions.

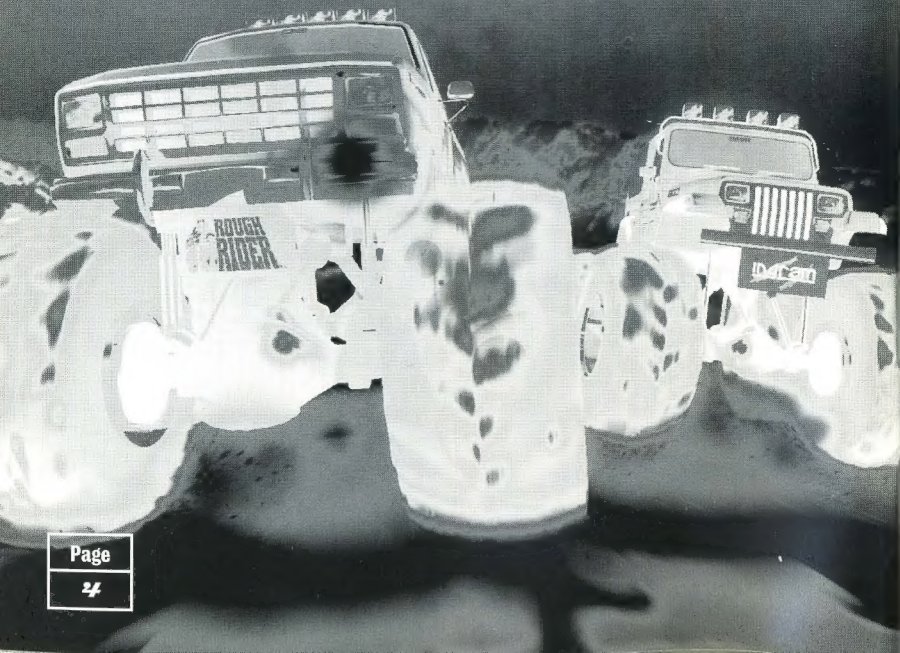
THUNDER TRUCK *Rally*



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Default Controls

Thunder Trucks can be controlled using either a keyboard or a joystick. The keyboard is the default controller.

Left Arrow Key

LEFT

Right Arrow Key

RIGHT

Down Arrow Key

REVERSE VIEW WHILE REVERSING

'A' Key

ACCELERATE

'Z' Key

BRAKE/REVERSE

'S' Key

HORN

'W' Key

HELICOPTER RESCUE

ESC Key

PAUSE

SPACE Bar

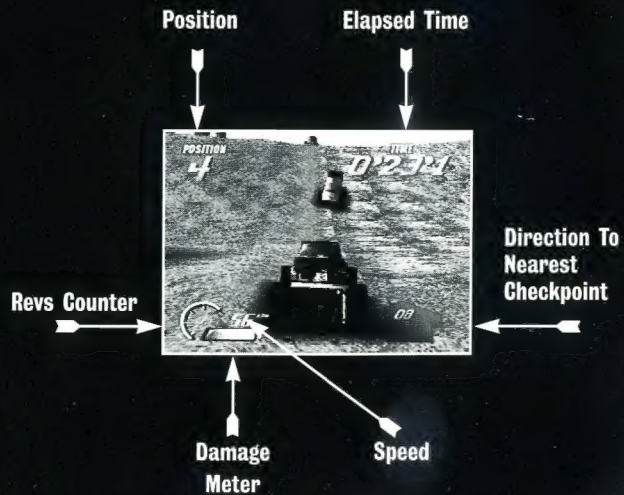
CHANGE VIEW

THUNDER TRUCK *Rally*

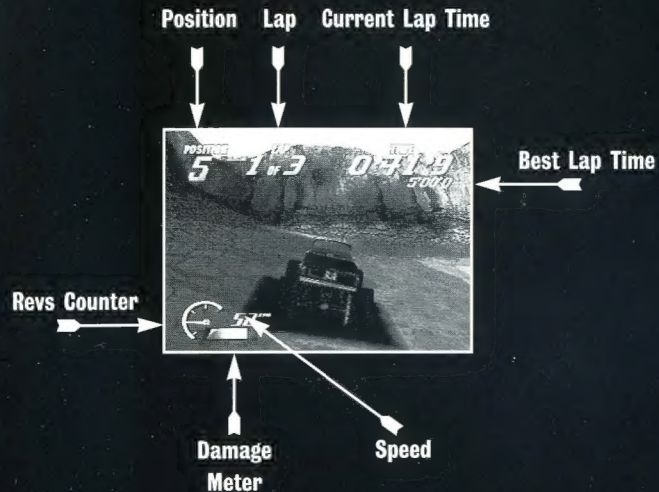


Game Screens

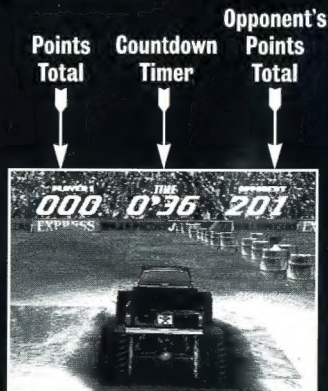
ENDURANCE



CIRCUIT RACING



CAR CRUSHING



Menus

Navigate through the menu screens using the Up and Down arrow keys to highlight choices, then press the ENTER key to confirm your selection. Press the ESC key to return to the previous menu.

Main Menu

SELECT RACE

Takes you to the Select Race Menu.

GAME SET UP

Takes you to the Game Set Up Menu.

SELECT TRUCK

Takes you to the Select Truck Menu.

OPTIONS

Takes you to the Options Menu.

GO

Starts your chosen game.

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Select Race Menu

CIRCUIT RACING

Selects the Circuit Racing competition. You will be able to select the circuit you wish to race on - use the Up and Down arrow keys to move the pointer to the circuit you want. Press the ENTER key to confirm your choice.

NOTE: If you are playing the game in Championship mode, you race the circuits in a pre-set order, therefore you won't be able to choose which circuit to race on.

ENDURANCE

Selects the Endurance competition. You will be able to select the location at which you wish to race - use the Left and Right arrow keys to cycle through the available locations until the one you want is displayed, then use the Up and Down arrow keys to cycle through the available courses at that location. When your chosen location and course are displayed, press the ENTER key to confirm your choice.

NOTE: If you are playing the game in Championship mode, you race the courses in a pre-set order, therefore you won't be able to choose which course to drive on.

CAR CRUSHING

Selects the Car Crushing competition.

Game Set Up Menu

CHAMPIONSHIP

Selects Championship mode.

NOTE: This mode is not available in conjunction with the Car Crushing competition.

MULTIPLAYER

Selects the Multiplayer game. When selected, this option allows you to choose the number of players involved in the game. Use the Left and Right arrow keys to move the indicator between 2 players and 9 players. Press the ENTER key when the correct number of players is indicated.

NOTE: This mode is not available in conjunction with the Car Crushing competition.

PRACTICE

Selects a Practice session.

TIME TRIALS

Selects a Time Trial session.

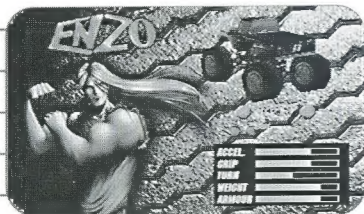
NOTE: This mode is only available in conjunction with the Circuit Racing competition.

Select Truck Menu

Use the Left and Right arrow keys to cycle through all the available vehicles - vehicle statistics are displayed on-screen. When the vehicle you want is displayed, press the ENTER key to confirm your choice.

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Enzo

Enzo drives a big solid truck and ties back his flowing locks with the fan belt plucked from his favorite engine. He pretends to be vegetarian when chatting with the ladies, but really his favorite food is BLOOD!



Nadia

Nadia likes reading philosophy books and looking at things through her stylish spectacles. She speaks 14 languages and drives like a maniac - some say she isn't really a woman, but a cyborg!



Karl

Karl grows interesting facial hair and spends his spare time cultivating a sculptured, muscular physique. His stomach resembles granite - just like his brain.



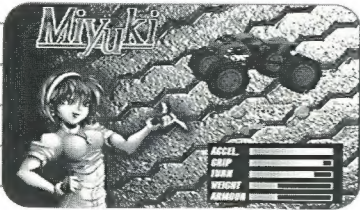
Lean

Lean is mean. She only ever wears green and grey, and frankly, she's a vicious little minx. But at least her mother loves her.



Aaron

Aaron suffered a bad hair day in July 1985, then the wind changed and he stayed like that forever! He enjoys toting firearms because he thinks it makes him look tough. We won't tell him otherwise.



Miyuki

Miyuki sleeps by day and parties by night. Her hedonistic cyber-lifestyle entails no food and lots of herbal remedies served in a test tube. Her vehicle is small and cute, just like her!



Nail

Nail is just like a nail. Hard and pointed. His truck is made from an old armored car which means Aaron can't take pot shots at him, much as he'd like to. (It all dates back to a disagreement over a parking space. Just don't ask.)



Bear

Bear's biceps are bigger than his vehicle which makes you wonder how he gets inside. "It's all done with mirrors," says Bear as he picks the seeds out of a pomegranate with the glistening blade of his bowie knife.



Michelle

All the fellas have tried their luck with Michelle... but all have failed. She makes her cash modelling for the covers of House music compilations and spends what she earns on pleasure. The guys can only sit back, relax and watch.

Options Menu

DIFFICULTY

Select from Easy, Medium or Hard.

CONTROLS

Choose from Select or Define. Select allows you to switch between Joystick and Keyboard using the Left and Right arrow keys. Define allows you to redefine the game controls - see the section 'Defining The Controls' for more information.

AUDIO

Takes you to the Audio Menu. Use the Up and Down arrow keys to highlight Music or SFX, then use the Left and Right arrow keys to decrease or increase the volume.

DETAILS

Takes you to the Details Menu. Use the Up and Down arrow keys to highlight Gouraud Shading or Horizon, then use the Left and Right arrow keys to turn these features On or Off. Turning them off should increase the speed at which the game runs - this may be useful when playing on a slower machine.

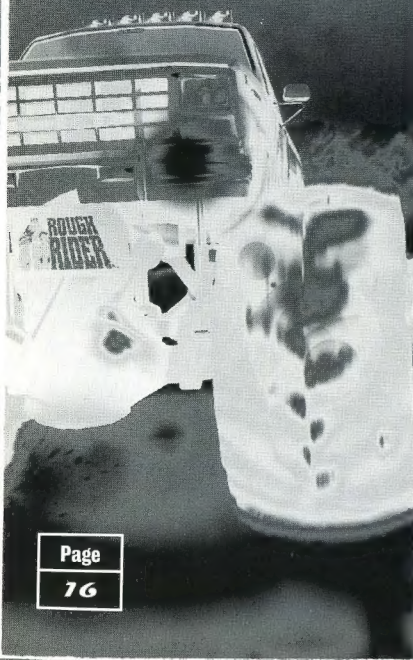
LOAD/SAVE

If you want to load a previously saved game, select Loading. This takes you to the Load screen. If you want to save the current configuration, select Save Config. This takes you to the Save Config screen.

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Load Screen

Use the Left and Right arrow keys to switch between Load File or Delete File. Once your choice is displayed, press the ENTER key to select it.

Use the arrow keys to select the slot you wish to load or delete. Once the chosen slot is highlighted, press the ENTER key to confirm. If you have chosen to delete a file, you will be prompted to make sure you wish to continue. Use the Left and Right arrow keys to choose between the check (for yes) or the cross (for no) then press the ENTER key to confirm.

Save Config Screen

Use the Left and Right arrow keys to switch between Save File or Delete File. Once your choice is displayed, press the ENTER key to select it.

Use the arrow keys to select the Memory slot you wish to delete or to which you wish to save. Once the chosen slot is highlighted, press the ENTER key to confirm.

If you have chosen to save, you will need to enter a file name. Use the arrow keys to move round the letters, pressing the ENTER key to confirm each letter. Highlight the left facing arrow icon and press

the ENTER key to delete a letter. Highlight the check icon and press the ENTER key when the file name is entered correctly. The configuration will then be saved.

If you have chosen to delete a file, you will be prompted to make sure you wish to continue. Use the Left and Right arrow keys to choose between the check icon (for yes) or the X icon (for no) then press the ENTER key to confirm.

Championship Menu

When you finish a race in Championship or Multiplayer mode, you will see the Championship menu.

RESULTS

Shows you the results of the last race.

LEAGUE

Shows the current league standings taking into account the last race. Use the Left and Right Directional buttons to cycle through the 3 divisions.

SAVE GAME

Allows you to save current league standings. Takes you to the Save Game screen.

NEXT RACE

Continue with the championship.

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Save Game Screen

Use the Left and Right arrow keys to switch between Save File or Delete File. Once your choice is displayed, press the ENTER key to select it.

Use the arrow keys to select the slot you wish to save to or delete. Once the chosen slot is highlighted, press the ENTER key to confirm.

If you have chosen to save, you will need to enter a file name. Use the arrow keys to move round the letters, pressing the ENTER key to confirm each letter. Highlight the left facing arrow icon and press the ENTER key to delete a letter. Highlight the check icon and press the ENTER key when the file name is entered correctly. The game will then be saved.

Pause Game Menu

Press the ESC key during a game to pause it and see the Pause Game Menu.

QUIT

Abandon the current game.

CONTINUE

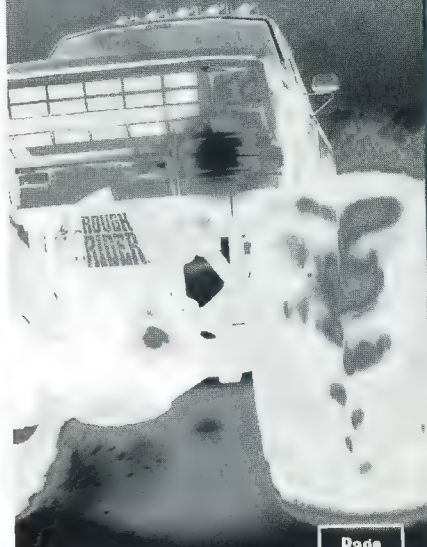
Return to the current game at the point where it was paused.

Defining The Controls

You can redefine the game's default controls by selecting 'Controls' from the Options Menu, then selecting 'Define'. You will be taken to a screen which lists all the default controls of your currently selected controller - either keyboard or joystick.

At the bottom of the screen, a message prompts you to select your chosen 'Accelerate' key. Press the key you wish to use. The message will then ask you to select your chosen 'Brake' key. Again, press the key you wish to use. Continue until all your chosen keys have been set, then press either the ESC key to cancel the operation or the ENTER key to accept the new controls.

THUNDER TRUCK *Rally*



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Playing The Game

The basic vehicle controls can be found at the beginning of the manual.

CIRCUIT RACING

Circuit Racing consists of powering round a marked circuit over 3 laps.

You're free to take short cuts if you think you can make it... but watch out. It's tough out there and that landscape doesn't want to make friends with you...

ENDURANCE

In the Endurance competition, you compete against a field of 8 rival vehicles.

Nine checkpoints are distributed across the landscape. The aim is to be the first vehicle to reach all checkpoints. There is a rough track marked out, but if you think your vehicle can hack it, why not try and find a short cut?

There is an arrow in the bottom right corner of the game screen which shows you the direction of the nearest checkpoint. The number in the middle of this arrow indicates how many checkpoints are remaining.

When the arrow is pointing upwards, you are driving towards the checkpoint.

CAR CRUSHING

The Car Crushing competition takes place in a stadium. Two vehicles compete at once - one controlled by you, the other by your PC. The aim is to drive over the rows of cars, crushing them as you go and causing as much damage as possible. Points are awarded for damage caused, although each time you crush the same car, the points gained will be reduced. Once you have crushed a car, you should try and go for undamaged ones in order to win as many points as you can.

There is a limited amount of time available.

CHAMPIONSHIPS

In Championship mode, you are pitted against the other 8 drivers in a league competition which takes place over a number of rounds. You can choose either a Circuit Racing championship or an Endurance championship. In either case, you begin the championship in Division 3. You will need to win the division to get promotion to Division 2 and ultimately to Division 1.

Drive through the circuits or courses in the pre-set order - points are awarded dependent on your finishing position. At the end of each race, you will be able to see the current league table (see section headed Championship Menu).

THUNDER TRUCK *Rally*



THUNDER TRUCK

MULTIPLAYER GAMES

Multiplayer games can include between 2 and 9 players - this can be selected when you choose Multiplayer from the Game Set Up Menu.

Players take it in turns to drive the chosen course or circuit. Once all players have had their turn, you will be able to see the current league table (see section headed Championship Menu) before moving on to the next track or circuit.

PRACTICE SESSIONS

Practice sessions are one-off contests on the course or circuit of your choice. They include a full field of 8 other vehicles competing against you, but they also give you the chance to get used to the lay of the land ready for a no-holds-barred Championship competition.

TIME TRIALS

Race against the clock on your chosen course. No other drivers appear - it's just between you and your heartbeat.

BRAKING/REVERSING YOUR VEHICLE

It's possible to reverse your vehicle out of trouble using the 'Z' key - this is the same button you use as the brake. If you press the button quickly, your vehicle will be slowed down sharply, coming to a complete halt if it's held down longer. If you continue to hold the button down once the vehicle has stopped, it will begin to reverse.



USING THE HORN

While you're reversing, you might find it useful to flip the camera round so that you can see behind your vehicle. Do this by pressing the Down arrow key as you reverse. The camera will return to its usual view when you stop reversing or when you release the Down arrow key.

If you make a maneuver you're particularly proud of, why not let the world know you're ace by giving a quick blast on the horn? Press the 'S' key to do this. Best used when screeching past a helpless rival as you pluck victory from their grasp.

THUNDER TRUCK



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Credits

Game Concept

MARTIN EDMONDSON

Design Detail

REFLECTIONS

Programming

NATHAN WHITAKER, WILL MUSSON, CHRIS KIRBY, TONY ROBERTS

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ANDREW SHARRATT

3D Modellers

MATT GIBSON, CHRIS WILLIAMS, SHAUN STEPHENSON

Island Design

ANDREW SHARRATT, JOHN STEELE

Sound

DAVID TAYLOR

Music

SHAUN MORRIS

Additional Music Programming

ALLISTER BRIMBLE, TIM WRIGHT

Intro Music

'JUG'

Senior Producer

TONY PARKES

Associate Producer

PAUL EVASON

Head Producer

STEVE RIDING

Quality Assurance

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MIKE CLARKE

Project Manager

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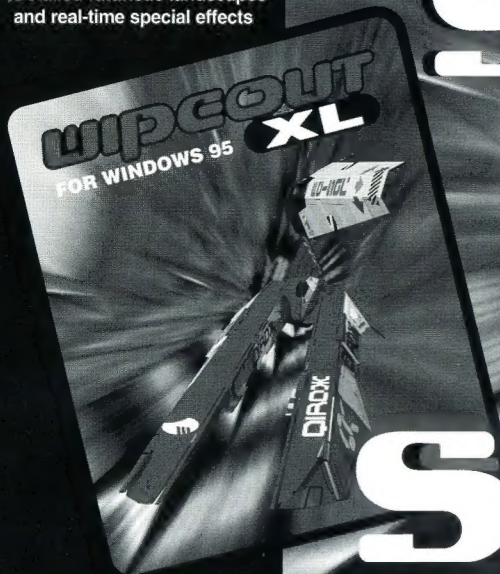


coming soon

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- 8 fearsome new race circuits
- Up to 15 competitors on each track
- 11 deadly weapons
- 4 racing classes
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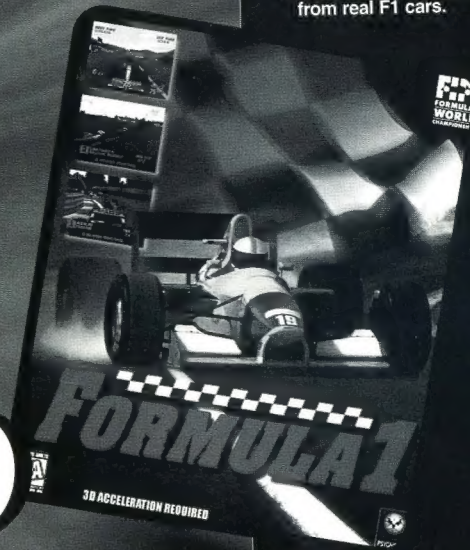


SPEED SPEED AND MORE SPEED

3D Accelerator Card Required for both games.

Experience the thrill of high-speed racing against world famous drivers on the world's most renowned tracks!

- Ultra high resolution state of the art 3D graphics
- 17 tracks, 35 drivers and 13 teams—all based on official Formula 1 Association specs.
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Technical support representatives are available at the numbers listed above Monday-Friday, 9am-5pm, Pacific Standard Time. You may also send your questions or technical problems via e-mail to: psygtech@psygnosis.com or by writing:

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The background of the entire image is a composite scene. On the left, a large, close-up face of a man in a police helmet with a green visor. On the right, a futuristic police jet flying over a city at night. The text 'G.P.' is in large, stylized blue letters at the top right, and 'G.P. POLICE' is below it in a similar style. 'coming soon' is written in a smaller, white font below the main title.

G.P.

G.P. POLICE

coming soon

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